

# STORM OF STEEL

## ASL SCENARIO AP2

Scenario Design: Bill Sisler



**VICTORY CONDITIONS:** The Germans win immediately when they have amassed  $\geq 75$  Casualty/Exit Victory Points (prisoners do *not* count double). The Germans may exit only off the south edge of board 42.

**Near MALOARKHANGELSK, RUSSIA, 5 July 1943:** The opening of Operation Citadel came as no surprise since both sides had been building up their forces for weeks. The first task facing the German assault was to break through the heavily defended Soviet lines. The Soviet positions, containing six defensive belts, were strong and deep. In front of each belt of strongpoints were vast minefields averaging 5,000 mines per mile of front. The strongholds themselves contained anti-tank guns and ditches, pillboxes, and entrenchments. At the road junction of Maloarkhangelsk, the experienced Württemberg Regiments of the 216th Division were hurled against the Soviet wall with the objective of cracking these formidable defenses. To aid their breakthrough attempt, the Württembergers were reinforced with assault guns and the new Ferdinand tanks, as well as with flamethrowing engineers. In the morning hours of the 5th, the Ferdinands began to rumble forward in a storm of steel.

### BOARD CONFIGURATION:

### BALANCE:

★ Add two anti-tank ditches to the Russian OB.

⚡ Add a *PzKpfw IIIN* to the German OB.



	18
43	
42	

### TURN RECORD CHART





★ RUSSIAN Sets Up First [168]	1	2	3	4	5	6	7	8	9	10	11	END
⚡ GERMAN Moves First [232]												



**Elements of the 254th Rifle Division, XVIII Guards Rifle Corps [ELR: 3] set up as indicated: {SAN: 4}**


Set up on board 43 in hexes numbered  $\geq 7$  (see SSR 3):

Set up on board 42 in hexes numbered  $\leq 6$  (see SSR 2):















 3-2-8	 7-0	 1-4-9	 1-12	 30-1
6				3

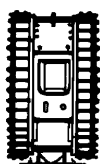
 24 factors	 6
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






 1+3+5
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Set up on board 42:

 4-5-8	 4-4-7	 2-2-8	 9-1	 8-1	 8-0	 8-16	 6-12	 2-6	 57LL	 45LL	 10
4	10	4						2	2	2	

**Elements of Infanterie Division 216 and Panzerjäger Abteilung 654 [ELR: 4] set up on board 18: {SAN: 3}**



 8-3-8	 4-2-8	 4-1-7	 9-1	 8-1	 8-0	 7-16	 5-12	 3-8	 24-1	 30-1	 6
5	4	10	2		2		2	3		3	4
 88LL	 105	 75L									
4	2	2									

### SPECIAL RULES:

- EC are Dry, with no wind at start. Kindling attempts are NA.
- All hexes numbered 2 and 3 on board 43 contain a 6 factor A-P, and a 1 factor A-T. Known Minefield (F.7A). OB given mines that are exchanged for A-T mines must be set up with  $\geq 2$  A-T factors per hex; no mines may be exchanged for Booby Trap capability.
- All board 43 Russian units must set up entrenched (in suitable terrain only) and may utilize HIP if in Concealment Terrain; none of these MMC may set up with/adjacent to another MMC. For purposes of HIP loss only, G.2 and G.4 apply to units/Fortifications in Concealment Terrain on board 43. Fortifications [EXC: mines] on board 42 may not set up using HIP.
- All board 43 Russian units are Stealthy and receive a -1 PAATC DRM while on a whole hex of board 43. All Russian Personnel have MOL capability (A22.6). No Russian unit may leave the board it sets up on [EXC: to rout] until a Good Order German unit enters a whole hex of board 42. The Russian force is Elite (C8.2).

- The *Goliath* counters represent *B-IV* mine clearance vehicles; all rules of German Vehicle Note 93 apply normally with the following exceptions: In lieu of a controlling HS, each *B-IV* has an inherent driver which may detonate it. A *B-IV* has 16 MP, 0 AF, a +2 Target Size, and expends MP for VCA changes per D2.11 and 2.32. These vehicles may only be voluntarily detonated in an attempt to clear board 43 minefields (B28.62; a -4 Clearance DRM applies, but only vs. the mines), although same-hex/adjacent units may be affected as per Note 93; *B-IV* detonations cause neither flames nor Sniper attacks. A *B-IV* is removed from play once detonated.
- All German 8-3-8s/3-3-8s are Assault Engineers (H1.22) and Sappers (H1.23). The *PzJg Tigers* have no MG.

**AFTERMATH:** In order to blaze a trail for their tanks and infantry, the Germans employed a special vehicle known as the *B-IV*. Akin to the Bren Carriers, they were driven to the edges of minefields where they would set off a 1,000 pound charge, blowing large gaps through the mines. The German forces ground forward, but the Soviet infantry, trained for weeks in anti-tank tactics, refused to panic. From their camouflaged foxholes, the Russians allowed the panzers to pass and stopped the German infantry. By evening, the Germans realized that despite their initial success against a stubbornly defended position, there would be no penetration in this defensive zone.